

FORM PTO-1449 (modified)
To: U.S. Department of Commerce
(PW FORM PAT-1449)
Patent and Trademark Office

Atty.
Dkt. No.

M#

Client Ref.

290727

010007BM

**INFORMATION DISCLOSURE STATEMENT
BY APPLICANT**

Applicant: MOREIN

Appln. No.: 10/076,350

Filing Date: February 19, 2002

Examiner: (Unknown)

Group Art Unit: 2672

Date: March 18, 2003

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U.S. PATENT DOCUMENTS

Examiner's Initials*		Document Number	Date MM/YYYY	Name (Family Name of First Inventor)	Class	Sub Class	Filing Date (if appropriate)
<i>kn</i>	AR	6,421,764	07/2002	MOREIN			
<i>kn</i>	BR	6,492,987	12/2002	MOREIN			
	CR						

FOREIGN PATENT DOCUMENTS

		Document Number	Date MM/YYYY	Country	Inventor Name		English Abstract	Translation Readily Available
							Enclosed	No
							Enclose	No
	DR							

OTHER (Including in this order Author, Title, Periodical Name, Date, Pertinent Pages, etc.)

<i>kn</i>	ER	Segal et al, "The Design Of The OpenGL Graphics Interface," Silicon Graphics, Inc. © 1994, pages 1-10.
	FR	Zyda, CS-4470 Image Synthesis, Part 3, Blending, June 23, 1996, 10 pages.
	GR	Baker, "Alpha-blending and the Z-buffer" 4 pages, http://sjbaker.org/steve/omniv/alpha_sorting.html
	HR	Coorg et al, "Real-Time Occlusion Culling for Models with Large Occluders," In Proc. 1997, ACM Symposium on Interactive 3D graphics, pp. 83-90 and 189.
	IR	Bartz et al, "Extending Graphics Hardware for Occlusion Queries in OpenGL," Computer Graphics Lab, University of Tubingen, pages 97-104.
	JR	Jouppi, "Improving Direct-Mapped Cache Performance by the Addition of a Small Fully-Associative Cache and Prefetch Buffers," WRL, Technical Note TN-14, Western Research Laboratory, Palo Alto, CA, March 1990, pp 1-36, (+ covers and pages i-vii)
	KR	Greene et al., Apple Computer, U.C. Santa Cruz, "Hierarchical Z-Buffer Visibility," reprint, 7 pages.
	LR	Greene et al., Apple Computer (greene@apple.com), "Hierarchical Polygon Tiling With Coverage Masks," Reprint, (12 pages).
	MR	Occlusion Culling, Delphi3D - Rapid OpenGL Development, 3 pages, http://www.gamedeveloper.org/delphi3d/3de/3de_22.shtml
	NR	"Occlusion Culling Algorithms," Gamasutra - Features [11.09.99], 5 pages, http://www.gamasutra.com/features/19991109/moller_haines_03.htm
	OR	Alpha Blending, 12/6/00, 8 pages, http://mecadserv1.technion.ac.il/public_html/Courses/interActiveGraphics/oql_course/oql_lab/o
<i>kn</i>	PR	Wittenbrink et al., "Opacity-Weighted Color Interpolation for Volume Sampling," Computer Systems Laboratory, HPL-97-31 (R.2) July, 1998 © Hewlett-Packard Company 1998, (10 pages: cover pp. 1-9).

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Examiner *Kristin Nguyen*

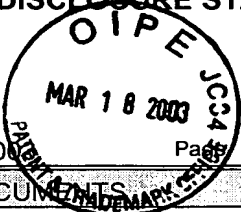
Date Considered: 11-20-03

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FOREIGN PATENT DOCUMENTS						English Abstract	Translation Readily Available		
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BR									

OTHER (Including in this order Author, Title, Periodical Name, Date, Pertinent Pages, etc.)									
low	CR	Greene, Ned Greene Consulting (ned@ngreene.com), "Occlusion Culling with Optimized Hierarchical Buffering," (1 page)							
	DR	"Straight from ATI," Firing Squad, 2 pages, http://firingsquad.gamers.com/hardware/radeonpreview/page3.asp							
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	FR	"Fast Z-Clear," Toms Hardware Guide – ATI's New Radeon-Smart Technology Meets Bru, 1 page, http://www.tomshardware.com/graphic/00q3/000717/radeon256-11.html							
	GR	"Occlusion Culling Algorithms," Gamasutra – Features – "Occlusion Culling Algorithms" [11.09.99], 6 pages, http://www.gamasutra.com/features/19991109/moller_haines_02.htm							
	HR	"Section 2 – Cameras," 6 pages, http://www.dgp.toronto.edu/~jrmeredi/RenderDude/Docs/Cameras.html							
	IR	"Hierarchical Z-Buffer Visibility," 6 pages, http://www.people.fas.harvard.edu/~atchang/cs276/cs276r.html							
	JR	"Dynamic Scene Occlusion Culling," Trans. VCG: Abstract: Dynamic Scene Occlusion Culling, 1 page, http://www.computer.org/tvcg/tg1999/v0013abs.htm							
	KR	Baxter III, Department of Computer Science, UNC, "Occlusion Culling for Walkthroughs of Large Virtual Environments," May 8, 2000 7 pages, http://www.cs.unc.edu/~baxter/projects/occlusion.html							
low	LR	"How Can You Incorporate This Functionality Into Your Application – Graphics Toolkits," Realistic Visualization of Design Data, 3D Graphics, shading, lighting, reflection, toolkits, etc. 4 pages, http://www.cswl.com/whiteppr/white/visualization.html							

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Examiner <i>Kimberly Nguyen</i>	Date Considered: <i>11-20-03</i>
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Document Number	Date MM/YYYY	Country	Inventor Name	English Abstract	Translation Readily Available
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kw	CR	"Primitives and Commands", 1 page, http://msdn.microsoft.com/library/psdk/opengl/int01_1ur7.htm			
	DR	"Basic OpenGL Operation," 1 page, http://msdn.microsoft.com/library/psdk/opengl/int01_02su.htm			
	ER	"OpenGL Graphic Control," 1 page, http://msdn.microsoft.com/library/psdk/opengl/int01_3jxo.htm			
	FR	"Execution Model," 1 page, http://msdn.microsoft.com/library/psdk/opengl/int0_3qcs.htm			
	GR	"OpenGL Reference," 1 page, http://msdn.microsoft.com/library/psdk/opengl/apxb4_82lh.htm			
	HR	"State Variables," 1 page, http://msdn.microsoft.com/library/psdk/opengl/apxb4_2w4z.htm			
	IR	"GL Functions," 7 pages, http://msdn.microsoft.com/library/psdk/opengl/glfunc01_4f03.htm			
	JR	"GLU Functions," 3 pages, http://msdn.microsoft.com/library/psdk/opengl/glufnc01_0e43.htm			
	KR	"Overview of OpenGL@," 9 pages, http://www.cs.wpi.edu/~matt/courses/cs563/talks/OpenGL_Presentation/OpenGL_Presentation			
	LR	"2.1 The OpenGL API," 2 pages, http://www.compapp.dcu.ie/Projects/1999/dquinl.ca4/spec.html			
kw	MR	"SGI - Open GL Technical Information," 9 pages, http://www.sgi.com/software/opengl/datasheet.html			
	NR				
	OR				
	PR				
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